IN THE CLAIMS:

Please cancel Claims 1-31, 37, 40 and 42 without prejudice to or disclaimer of the recited subject matter.

Please amend Claims 32, 33, 36, 39, 41, and 44 and add new Claims 45-52 as follows:

1-31 (Cancelled)

32. (~~Currently Amended~~) A mixed reality presentation method of displaying to a player a mixed reality space obtained by mixing real space and virtual space, comprising the steps of: ~~A pointer display method for making a pointer display that points an arbitrary location in a mixed reality space expressed by mixing a real space and virtual space,~~

detecting a location of the player;

detecting a location of a controller operated by the player;

inputting an image of the real space;

generating a first image of the virtual space corresponding to the detected location of the player by using model information of the player;

generating a pointer display corresponding to the location of the controller as a second image of the virtual space;

generating an image of the mixed reality space by mixing the first and second images of the virtual space with the image of the real space; and

displaying the image of the mixed reality space to the player,

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wherein the pointer display ~~is made by a virtual object which~~ is made up of not less than n (n is an integer not less than 2) parallel lines <u>each of which passes through</u> <u>vertices of a regular n-sided polygon</u> ~~having substantially the same lengths~~.

33. (Currently Amended) The method according to claim 32, <u>further</u> <u>comprising the steps of:</u>

<u>detecting a posture of the player; and</u>

<u>detecting a posture of the controller,</u>

<u>wherein said step of generating a pointer display generates a pointer display</u> <u>corresponding to the location and the posture of the controller as a second image of the</u> <u>virtual space</u> ~~wherein when n is not less than 3, the not less than n parallel lines are located at vertices of a regular n-sided polygon in a plane that perpendicularly crosses the not less than n parallel lines.~~

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34. (Original) The method according to claim 32, wherein a length of the n parallel lines and a spacing between two neighboring parallel lines are defined to be values determined by a size of the mixed reality space.

35. (Original) The method according to claim 32, wherein a length of the n parallel lines and a spacing between two neighboring parallel lines are defined to be visually recognized with a distance in the mixed reality space.

36. (Currently Amended) The method according to claim 32, ~~wherein a start point of the pointer display is a predetermined portion of a player who visually recognizes the mixed reality space~~ further comprising:

generating a third image of the virtual space and mixing the third image with the image of the real space so that the third image covers the controller and a predetermined portion of the player in the image of the real space.

37. (Cancelled)

38. (Original) The method according to claim 34, wherein the predetermined portion is a hand.

39. (Currently Amended) The method according to claim 36, wherein the n lines comprise the pointer display starting from substantially a distal end portion of the third image of the virtual space ~~predetermined portion is displayed at the start point to be superposed on another virtual object.~~

40. (Cancelled)

41. (Currently Amended) The method according to claim 32, wherein the position display further comprises an image representing scale marks ~~are displayed at predetermined intervals.~~

42. (Cancelled)

43. (Original) A storage medium which stores a pointer display method of claim 32 as a program which can be executed by a computer.

44. (Currently Amended) A mixed reality apparatus ~~using a pointer display method of claim 32~~ for displaying to a player a mixed reality space obtained by mixing real space and virtual space, comprising:

a first detecting unit adapted to detect a location of the player;

a second detecting unit adapted to detect a location of a controller operated by the player;

an inputting unit adapted to input an image of the real space;

a first generating unit adapted to generate a first image of the virtual space corresponding to the detected location of the player by using model information of the player;

a second generating unit adapted to generate a pointer display corresponding to the location of the controller as a second image of the virtual space;

a third generating unit adapted to generate an image of the mixed reality space by mixing the first and second images of the virtual space with the image of the real space; and

a displaying unit adapted to display the image of the mixed reality space to the player;

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wherein the pointer display is made up of not less that n (n is an integer not less than 2) parallel lines each of which passes through vertices of a regular n-sided polygon.

45. (New) A mixed reality presentation method comprising:

an input step of inputting a sensed image sensed by a camera of a first player;

a first detection step of detecting first location information representing locations of plural portions of the first player;

a second detection step of detecting second location information representing locations of plural portions of the second player;

a virtual image generating step of generating a virtual image to be superimposed on an image of the second player included in the sensed image based on the first and second location information and a player model; and

a mixed reality image generating step of generating a mixed reality image to be presented to the first player and representing the mixed reality space, by mixing the virtual image with the sensed image.

46. (New) The method according to Claim 45, wherein the plural portions including the head of the player on which a display device is worn through which the first or the second player experiences the mixed reality, respectively.

47. (New) The method according to Claim 45, wherein said second detection step also detects command information and said virtual image generating step varies the virtual image based on the command information.

48. (New) The method according to Claim 45, wherein the player model is a model that approximates a player using simple shapes.

49. (New) The method according to Claim 45, further comprising a visual axis detection step of detection visual axes of the first and the second player, and wherein said virtual image generating step varies the virtual image based on a relation between the location and visual axis of the first player and the location and visual axis of the second player.

50. (New) The method according to Claim 45, wherein the first location information further represents postures of the plural portions of the first player and the second location information further represents postures of the plural portions of the second player.

51. (New) A mixed reality presentation apparatus comprising:

an input unit adapted to input a sensed image sensed by a camera of a first player;

a first detection unit adapted to detect first location information representing locations of plural portions of the first player;

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a second detection unit adapted to detect second location information representing locations of plural portions of the second player;

a virtual image generating unit adapted to generate a virtual image to be superimposed on an image of the second player included in the sensed image based on the first and second location information and a player model; and

a mixed reality image generating unit adapted to generate a mixed reality image to be presented to the first player and representing the mixed reality space, by mixing the virtual image with the sensed image.

52. (New) A computer-readable storage medium storing codes for performing steps comprising:

an input program step of inputting a sensed image sensed by a camera of a first player;

a first detection program step of detecting first location information representing locations of plural portions of the first player;

a second detection program step of detecting second location information representing locations of plural portions of the second player;

a virtual image generating program step of generating a virtual image to be superimposed on an image of the second player included in the sensed images based on the first and second location information and a player model; and

a mixed reality image generating program step of generating a mixed reality image to be presented to the first player and representing the mixed reality space, by mixing the virtual image with the sensed image.